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**1** [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Center for Collaborative research CASCON '97**

**Publisher:** IBM Press

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visually representing process-time diagrams are often used to obtain a better understanding of an application. The visualization tool we use is Poet, an event tracer developed at Waterloo. However, these diagrams are often very complex and do not provide a desired overview of the application. In our experience, such tools display non-trivial communication patterns.

**2** [Input and interaction: TwoStick: writing with a game controller](#)

Thomas Költringer, Poika Isokoski, Thomas Grechenig

May 2007 **Proceedings of Graphics Interface 2007 GI '07**

**Publisher:** ACM Press

Full text available: [pdf\(657.86 KB\)](#)

Additional Information: [full citation](#), [index terms](#)

We report the design and evaluation of a novel game controller text entry device.

The design is based on the review of previous work and several rounds compared user performance with TwoStick experimentally to a selection factor standard of game controller text entry. Eight participants completed sessions with both text entry methods. In the beginning TwoStick was s uncorrected error rate = 0.68%) th ...

**Keywords:** TwoStick, game controller, gamepad, joystick, quikwriting, entry

### 3 Facial modeling and animation

◆ Jörg Haber, Demetri Terzopoulos

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available:  pdf(18.15 MB)

Additional Information: full citation,


In this course we present an overview of the concepts and current techniques and animation. We introduce this research area by its history and application prerequisite for facial modeling, data acquisition is discussed in detail. View of facial animation and present different approaches including parametric physics-, and learning-based methods. State-of-the-art techniques such as animation, mass-s ...

### 4 Late breaking results: short papers: Acceptance and usability of a re by urban older adults

◆ Timothy W. Bickmore, Lisa Caruso, Kerri Clough-Gorr

April 2005 **CHI '05 extended abstracts on Human factors in computing**

**Publisher:** ACM Press

Full text available:  pdf(226.76 KB)

Additional Information: full citation,  
citations, index


This study examines the acceptance and usability of an animated conversational agent to establish long-term relationships with older, mostly minority adult users in urban neighborhoods. The agent plays the role of an exercise advisor who interacts for two months on a touch-screen computer installed in their homes for indicate the eight subjects who completed the pilot study (aged 62-82) to interact with, even ...

**Keywords:** embodied conversational agent, health, longitudinal study, agent, social agent

## 5 MapCruncher: integrating the world's geographic information

 Jeremy Elson, Jon Howell, John R. Douceur  
April 2007 **ACM SIGOPS Operating Systems Review**, Volume 41 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(976.03 KB\)](#) Additional Information: [full citation](#), [index terms](#)

Current large-scale interactive web mapping services such as Virtual Earth and large distributed systems for delivering data. However, creation and editing of content is still largely centralized. The Composable Virtual Earth project addresses the interoperability of geographic data from arbitrary, distributed sources.


MapCruncher is a first step in this direction. It lets users easily create maps that can be layered on ...

**Keywords:** approximate reprojection, composition, decentralized public coordinate systems, graphical interactive georeferencing, image tiling, map projections, mashups

## 6 Macintosh human interface guidelines

Apple Computer, Inc.  
January 1992 Book

**Publisher:** Addison-Wesley Publishing Company



Full text available:  [pdf\(37.61 MB\)](#) Additional Information: [full citation](#), [cited by](#), [index terms](#)

Macintosh Human Interface Guidelines describes the way to create productive interaction between people and Macintosh computers. It explains the way the Macintosh interface in general terms and specific details.


Macintosh Human Interface Guidelines helps you link the philosophy behind the interface to the actual implementation of interface elements. Examples of Macintosh products show good human interface design, including individual

## 7 Computing curricula 2001

 September 2001 **Journal on Educational Resources in Computing**  
**Publisher:** ACM Press

Full text available:  pdf(613.63 KB)  html (2.78 KB) Additional Information: [full citation](#), [terms](#)

**8** Measuring and characterizing end-to-end Internet service performance

 Ludmila Cherkasova, Yun Fu, Wenting Tang, Amin Vahdat  
November 2003 **ACM Transactions on Internet Technology (TOIT)**  
**Publisher: ACM Press**

Full text available:  pdf(1.46 MB) Additional Information: [full citation](#), [citations](#), [index](#)

Fundamental to the design of reliable, high-performance network services is understanding the performance characteristics of the service as perceived by the client. Understanding and measuring such end-to-end service performance is a challenging task. Techniques include periodic sampling of service characteristics from strategic points in the network and instrumenting Web pages with code that reports client-perceived performance server. Li ...


**Keywords:** End-to-end service performance, QoS, network packet trace reconstruction of web page composition, web site performance

**9** Status report of the graphic standards planning committee

 Computer Graphics staff  
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue  
**Publisher: ACM Press**

Full text available:  pdf(15.01 MB) Additional Information: [full citation](#), [citations](#), [index](#)

**10** Accessibility: The user experience: designs and adaptations

 Vicki L. Hanson  
May 2004 **Proceedings of the 2004 international cross-disciplinary accessibility (W4A) W4A '04**  
**Publisher: ACM Press**

Full text available:  pdf(598.87 KB) Additional Information: [full citation](#), [citations](#), [index](#)

Specifications for accessibility of Web pages do not necessarily guarantee Web experience for persons with disabilities. The needs of many of these guidelines for accessible content. Many of these users, for example, wish "enlarge" what is on a Web page. They also express the wish that pages: To meet these needs, Web browsers and various software applications provide ways in which pa ...

**Keywords:** Web accessibility, Web design, standards, usability

## **11** Pen computing: a technology overview and a vision



André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation, terms](#)

This work gives an overview of a new technology that is attracting growth well as in the computer industry itself. The visible difference from other of a pen or pencil as the primary means of interaction between a user and the familiar pen and paper interface metaphor. From this follows a set of analyzed and put into context with other emerging technologies and visual historic ...

## **12** Evolution of a virtual community: understanding design issues through

Arvind Malhotra, Sanjay Gosain, Alexander Hars

December 1997 **Proceedings of the eighteenth international conference on systems ICIS '97**

**Publisher:** Association for Information Systems

Full text available: [pdf\(74.81 KB\)](#) Additional Information: [full citation,](#)


**Keywords:** Internet, computer mediated communication, evolutionary systems design, longitudinal study, participative design, virtual community

## **13** User interfaces: semantic tagging: Knowing the user's every move: website usability evaluation and implicit interaction



Richard Atterer, Monika Wnuk, Albrecht Schmidt

**May 2006 Proceedings of the 15th international conference on WWW**  
**Publisher: ACM Press**

Full text available:  pdf(1.22 MB) Additional Information: full citation, cited by, index

In this paper, we investigate how detailed tracking of user interaction can be achieved using standard web technologies. Our motivation is to enable implicit interaction analysis and evaluation of web applications outside the lab. To obtain meaningful statistics on how users interact with a web application, the collected information needs to be more granular than that provided by classical log files. We focus on tasks such as navigation and search with regard to compute ...



**Keywords:** HTTP proxy, implicit interaction, mouse tracking, user activity analysis, usability evaluation

**14** Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments



**Additional presentations from the 24th course are available on YouTube**  
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Dipti Kulkarni  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher: ACM Press**

Full text available:  pdf(5.07 MB)  mov (68:6 MIN) Additional Information: full citation, supplements, cited by, index

The objective of this course is to provide an introduction to the issues that arise when building high-fidelity 3D engaging shared virtual environments. The course will provide a perception guide important development of algorithms and techniques in computer graphics, auditory, and haptic rendering. We aim to show how human perception can be leveraged to achieve realism in high fidelity environments within the constraints of available resources. In this course we ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, interaction, multi-user, networked applications, perception, virtual reality


**15** Accessibility interfaces: Design and user evaluation of a joystick-operated magnifier



Sri Kurniawan, Alasdair King, David Gareth Evans, Paul Blenkhorn  
April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**CHI '03**

**Publisher:** ACM Press

Full text available:  pdf(330.80 KB) Additional Information: [full citation](#), [citations](#), [index](#)

The paper reports on two development cycles of a joystick-operated full visually impaired users. In the first cycle of evaluation, seven visually impaired users evaluated the system in comprehension-based sessions using text documents. Based on feedback from these evaluators, a second version of the system was prepared and evaluated by six visually impaired users. The second evaluation was conducted seeking tasks using Web pages. ...

**Keywords:** joystick, screen magnifier, visually impaired users



**16** The end of the browser



David Garcia

January 2001 **interactions**, Volume 8 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(3.11 MB)  html (14.16 KB) Additional Information: [full citation](#), [citations](#), [index](#)

**17** Exploiting Smalltalk modules in a customizable programming environment

Mark Woodman, Rob Griffiths, Malcolm Macgregor, Simon Holland, Hugh F. Jones  
May 1999 **Proceedings of the 21st international conference on Software Engineering** '99

**Publisher:** IEEE Computer Society Press

Full text available:  pdf(1.58 MB) Additional Information: [full citation](#), [citations](#), [index](#)


**Keywords:** HTML, Smalltalk Programming Environment, education, object-oriented technology transfer

**18** Oral presentation session 1: Teaching with an intelligent electronic agent

Gerald Friedland, Lars Knipping, Raúl Rojas, Ernesto Tapia

❖ **October 2004 Proceedings of the 2004 ACM SIGMM workshop on ETP '04**

**Publisher:** ACM Press

Full text available:  [pdf\(582.40 KB\)](#) Additional Information: [full citation](#), [citations](#), [index](#)

This paper presents E-Chalk, a software system which transforms a large screen into a smart teaching tool. The instructor writes on the screen using a software that emulates a classical chalkboard. The lecturer can paste images, queries to remote web services, can activate a computer algebra system Java Applets on the board. A copy of the lecture's audio, the board strokes is stored on a ...


**Keywords:** digital ink, distance learning, handwriting recognition, intelligent educational system, presentation, telepresence

**19** A principled design for scalable internet visual communications with and structured archives

Ron Baecker

**October 2003 Proceedings of the 2003 conference of the Centre for Collaborative research CASCON '03**

**Publisher:** IBM Press

Full text available:  [pdf\(1.44 MB\)](#) Additional Information: [full citation](#), [citations](#), [index](#)

In contrast to video conferencing, webcasting supports scalable Internet yet it is typically viewed as an ephemeral one-way broadcast medium. This design for interactive webcasts that are accessible both in real-time and system architecture and functionality from project goals, results from the literature, and observations of prototype implementations in real webcasting is scalable, intelligent ...

**20** Simplified applications for network computers

❖ Don Gentner, Frank Ludolph, Chris Ryan

**March 1997 Proceedings of the SIGCHI conference on Human factors systems CHI '97**

**Publisher:** ACM Press

Full text available:  [pdf\(1.49 MB\)](#) Additional Information: [full citation](#), [terms](#)

**Keywords:** HotJava Views, Java, NC, Network Computer, Web, calendar design, minimalist, simplicity

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## 1 [Macintosh human interface guidelines](#)

Apple Computer, Inc.

January 1992 Book

**Publisher:** Addison-Wesley Publishing Company

Full text available: [pdf\(37.61 MB\)](#) Additional Information: [full citation](#)  
[index to](#)

Macintosh Human Interface Guidelines describes the way to create products for people and Macintosh computers. It explains the whys and hows of the specific details.

Macintosh Human Interface Guidelines helps you link the philosophy behind the implementation of interface elements. Examples from a wide range of Macintosh interface design, including individual...

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Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Center for Collaborative research CASCON '97**

**Publisher:** IBM Press

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#)

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diagrams are often used to obtain a better understanding of the execution tool we use is Poet, an event tracer developed at the University of Waterloo. It is very complex and does not provide the user with the desired overview of tools. It displays repeated occurrences of non-trivial communication ...

### 3 Pen computing: a technology overview and a vision



André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#)

This work gives an overview of a new technology that is attracting growing interest from the computer industry itself. The visible difference from other technologies is the primary means of interaction between a user and a machine, picking up the metaphor. From this follows a set of consequences that will be analyzed in the next technologies and visions. Starting with a short historic ...

### 4 Real-time complexity metric tools for visualAge smalltalk and C++

Subroto Bhattacharya, Stephen G. Graham

November 1996 **Proceedings of the 1996 conference of the Center for Collaborative research CASCON '96**

**Publisher:** IBM Press

Full text available: [pdf\(150.29 KB\)](#) Additional Information: [full citation](#)

"Anything that one cannot measure cannot be controlled." Software measurement, informing the developers about the status of a project. Both the development of changes in code quality are important factors in a software project that measure some aspects of software complexity. Complexities of a system are relationships between parts and between a part and the whole, and ...

### 5 User interfaces: semantic tagging: Knowing the user's every move: usability evaluation and implicit interaction



Richard Atterer, Monika Wnuk, Albrecht Schmidt

May 2006 **Proceedings of the 15th international conference on WWW**


**Publisher:** ACM Press

Full text available: [pdf\(1.22 MB\)](#) Additional Information: [full citation](#)  
[index to full text](#)


In this paper, we investigate how detailed tracking of user interaction can be achieved with existing technologies. Our motivation is to enable implicit interaction and to ease the use of systems outside the lab. To obtain meaningful statements on how users interact ...

information needs to be more detailed and fine-grained than that provided such as classifying the user with regard to computer ...

**Keywords:** HTTP proxy, implicit interaction, mouse tracking, user activity

- 6 Oxymoron, a non-distance knowledge sharing tool for social sciences  
 Camille Bierens de Haan, Gilles Chabré, Francis Lapique, Gil Regev, Alain  
November 1999 **Proceedings of the international ACM SIGGROUP  
work GROUP '99**


**Publisher:** ACM Press

Full text available:  pdf(1.02 MB) Additional Information: [full citation](#)


Oxymoron is a World Wide Web based knowledge capitalization and sharing tool developed by a multidisciplinary team, comprised of adult education and social sciences in France and Switzerland. Oxymoron's aim is to support and facilitate the social sciences by providing them with a system where they can contribute and share readings in their fields of interest.



**Keywords:** WWW, bibliography, groupware, knowledge management, learning, reading cards, social sciences

- 7 Simplified applications for network computers  
 Don Gentner, Frank Ludolph, Chris Ryan  
March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**  
**Publisher:** ACM Press

Full text available:  pdf(1.49 MB) Additional Information: [full citation](#)

**Keywords:** HotJava Views, Java, NC, Network Computer, Web, calendar, minimalist, simplicity

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**Publisher:** ACM Press

Full text available:  [pdf\(5.07 MB\)](#)  Additional Information: [full citation](#)  
[mov\(68:6 MIN\)](#) [abstract](#)

The objective of this course is to provide an introduction to the issues of high-fidelity 3D engaging shared virtual environments. The principles of development of algorithms and techniques in collaboration, graphical, and how human perception is exploited to achieve realism in high fidelity available finite computational resources. In this course we ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, networked applications, perception, virtual reality

## 9 [The Quick Start Guide to the GIMP, Part Four](#)

Michael J. Hammel


February 1998 **Linux Journal**

**Publisher:** Specialized Systems Consultants, Inc.

Full text available:  [html\(34.35 KB\)](#) Additional Information: [full citation](#)

Our series winds up with a detailed description of the toolbox, plug-ins.

## 10 [Status report of the graphic standards planning committee](#)

 Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue

**Publisher:** ACM Press

Full text available:  [pdf\(15.01 MB\)](#) Additional Information: [full citation](#)

## 11 [Recreational computer graphics: Recreational computer graphics](#)

 Andrew Glassner

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher:** ACM Press

Full text available:  [pdf\(13.82 MB\)](#) Additional Information: [full citation](#)

Computer graphics isn't just a bunch of algorithms and programs: it's a tool for investigating the world around us. Graphics can help us understand patterns and shapes, build up the clarity of our own mind's eye, and even inspire even the most classical sculptors and painters. Going beyond invites attendees to think about using computer graphics in new ...

## 12 The end of the browser



David Garcia

January 2001 **interactions**, Volume 8 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(3.11 MB\)](#) [html\(14.16 KB\)](#)

Additional Information: [full cita](#)

## 13 Collaborative notification and awareness: Providing artifact awareness screen sharing



Kimberly Tee, Saul Greenberg, Carl Gutwin

November 2006 **Proceedings of the 2006 20th anniversary conference on cooperative work CSCW '06**

**Publisher:** ACM Press

Full text available: [pdf\(1.81 MB\)](#) Additional Information: [full cita](#)

Despite the availability of awareness servers and casual interaction systems to maintain artifact awareness -- the easy awareness of the documents, objects, and users -- that is a natural part of co-located work environments. To address this, we have developed an awareness tool that uses screen sharing to provide information about other users' screens in miniature at the edge of their display, can select ...

**Keywords:** artifact awareness, distributed groupware, screen sharing

## 14 Improving the browsing experience: Information search and re-access for web users



Anne Aula, Natalie Jhaveri, Mika Käki

May 2005 **Proceedings of the 14th international conference on WWW**

**Publisher:** ACM Press

Full text available: [pdf\(212.45 KB\)](#) Additional Information: [full citation](#) [index to](#)

Experienced web users have strategies for information search and re-accessing information using web browsers or search engines. We studied how prevalent these strategies are and how experienced web users have problems with searching and re-accessing information. With experienced web users. The results showed that this group has frequent multiple browser windows in parallel that they find important, whereas ...

**Keywords:** experienced web users, information re-access, questionnaire

**15** Interaction, creativity and communication: Context-descriptive proto administration



Claus Bossen, Jens Bæk Jørgensen

August 2004 **Proceedings of the 2004 conference on Designing ir practices, methods, and techniques DIS '04**

**Publisher:** ACM Press

Full text available: [pdf\(328.20 KB\)](#) Additional Information: [full cita](#)

A *context-descriptive* prototype is an interactive graphical animation, di implemented in some programming or modelling language. The two ma prototype are: (1) it is an *integrated description* that describes system, is a *formal description*. Because of (1), designers, including users, are p system in the context of the envis ...

**Keywords:** pervasive computing, prototyping, user-centered design

**16** Facial modeling and animation



Jörg Haber, Demetri Terzopoulos

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(18.15 MB\)](#) Additional Information: [full cita](#)

In this course we present an overview of the concepts and current techi We introduce this research area by its history and applications. As a nei data acquisition is discussed in detail. We describe basic concepts of fac approaches including parametric models, performance-, physics-, and le techniques such as muscle-based facial animation, mass-s ...

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Full text available: [pdf\(330.80 KB\)](#) Additional Information: [full cita](#)  
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The paper reports on two development cycles of a joystick-operated ful users. In the first cycle of evaluation, seven visually impaired computer comprehension-based sessions using text documents. After considering

version of the system was produced and evaluated by a further six visualizations was conducted using information-seeking tasks using Web pages. ...

**Keywords:** joystick, screen magnifier, visually impaired users

## 18 Legal, social, theoretical and fundamental aspects: Designing user interfaces for disabled persons



João Brisson Lopes

May 2001 **Proceedings of the 2001 EC/NSF workshop on Universal computing: providing for the elderly WUAUC'01**

**Publisher:** ACM Press

Full text available: [pdf\(1.61 MB\)](#) Additional Information: [full citation](#) [index terms](#)

This paper addresses the many factors involved in the design of user interfaces for people with severe disabilities. Interface design must take into consideration not only the requirements of normal users and consider the wider range of user models that must be accommodated to provide adaptation to the user. The paper stresses the questions how such user needs can be met. An example from the ongoing work is presented.

**Keywords:** accessibility, disability, disabled persons, elderly persons, interface design, user adaptation

## 19 How universal is good design for older users?



Dan Hawthorn

June 2002 **ACM SIGCAPH Computers and the Physically Handicapped conference on Universal usability CUU '03**, Issue 73-74

**Publisher:** ACM Press

Full text available: [pdf\(331.22 KB\)](#) Additional Information: [full citation](#) [index terms](#)

This paper attempts to illustrate the way in which multiple considerations must be taken into account when designing for older users. The arguments are supported by examining the design of a successful email system for older users. The point is also made that the decisions made in the example do assist older users, they limit the power of the system for more able and more demanding users. The argument is made that with appropriate design, the system can be made more accessible to older users.

**Keywords:** aging, universal usability, user interface design

## 20 Collaboration and communication: PrivateBits: managing visual priv



Kirstie Hawkey, Kori M. Inkpen

May 2007 **Proceedings of Graphics Interface 2007 GI '07**

**Publisher:** ACM Press

Full text available: [pdf\(1.53 MB\)](#) Additional Information: [full cita](#)

Privacy can be an issue during collaboration around a personal display visible within web browser features (e.g., AutoComplete). Users currently leave appropriate traces of prior activity in these features. In this paper we explore privacy management that allows users to classify traces of browsing activity so that their screen is visible by others. We developed PrivateBits, ...

**Keywords:** incidental information, privacy, usable security, web browsing

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**Publisher:** IBM Press

Full text available: [pdf\(150.29 KB\)](#) Additional Information: [full](#)

"Anything that one cannot measure cannot be controlled." Software metrics informing the developers about the status of a project. Both what to measure in code quality are important factors in a software metrics tool. Our work on software complexity. Complexities of a system arise from size, from the whole, and ...

### **5 Exploiting perception in high-fidelity virtual environments: Exploiting**



**Additional presentations from the 24th course are available on**

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Di  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher:** ACM Press



Full text available: [pdf\(5.07 MB\)](#) [mov\(68:6 MIN\)](#) Additional Information: [full](#) [refe](#)

The objective of this course is to provide an introduction to the issues in creating engaging shared virtual environments. The principles of human perceptual techniques in collaboration, graphical, auditory, and haptic rendering. We achieve realism in high fidelity environments within the constraints of a



W ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering applications, perception, virtual reality

**6** Status report of the graphic standards planning committee


-  Computer Graphics staff  
**August 1979 ACM SIGGRAPH Computer Graphics**, Volume 13 Issue  
**Publisher:** ACM Press  
Full text available:  [pdf\(15.01 MB\)](#) Additional Information: [full](#)

**7** Facial modeling and animation

-  Jörg Haber, Demetri Terzopoulos  
**August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**  
**Publisher:** ACM Press  
Full text available:  [pdf\(18.15 MB\)](#) Additional Information: [full](#)


In this course we present an overview of the concepts and current tech this research area by its history and applications. As a necessary prerec discussed in detail. We describe basic concepts of facial animation and models, performance-, physics-, and learning-based methods. State-of-animation, mass-s ...

**8** The Quick Start Guide to the GIMP, Part Four


- Michael J. Hammel  
**February 1998 Linux Journal**  
**Publisher:** Specialized Systems Consultants, Inc.  
Full text available:  [html\(34.35 KB\)](#) Additional Information: [full](#)

Our series winds up with a detailed description of the toolbox, plug-ins

**9** User interfaces: semantic tagging: Knowing the user's every move: evaluation and implicit interaction

-  Richard Atterer, Monika Wnuk, Albrecht Schmidt  
**May 2006 Proceedings of the 15th international conference on V**  
**Publisher:** ACM Press

Additional Information: [full](#)

Full text available:  [pdf\(1.22 MB\)](#) [tern](#)

In this paper, we investigate how detailed tracking of user interaction can help us understand our behavior. Our motivation is to enable implicit interaction and to ease usability evaluation by providing meaningful statements on how users interact with a web application, that are more fine-grained than that provided by classical log files. We focus on tasks that require to compute ...

**Keywords:** HTTP proxy, implicit interaction, mouse tracking, user activity

## 10 Recreational computer graphics: Recreational computer graphics



Andrew Glassner

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher:** ACM Press

Full text available:  [pdf\(13.82 MB\)](#) Additional Information: [full](#)

Computer graphics isn't just a bunch of algorithms and programs: it's a way of life. It's about investigating the world around us. Graphics can help us understand nature, sharpen up the clarity of our own mind's eye, and experiment with construction like architects, sculptors and painters. Going beyond tools and technique, this course is about the new graphics in new ...


## 11 Customization 2: Artistic resizing: a technique for rich scale-sensitive user interfaces



Pierre Dragicevic, Stéphane Chatty, David Thevenin, Jean-Luc Vinot

October 2005 **Proceedings of the 18th annual ACM symposium on User Interface Software and Technology '05**

**Publisher:** ACM Press

Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full](#)

When involved in the visual design of graphical user interfaces, graphic designers often have to provide objects for programmers to incorporate into applications. We describe a technique for designing objects at various key sizes using their usual drawing tool, then let the user interact with this technique to current practices of graphic designers, provide examples and ...

**Keywords:** GUI tools, SVG, constraints, interpolation, layout, resizing, user interface

## 12 Papers: Off the wall: Fluid interaction with high-resolution wall-size displays



François Guimbretière, Maureen Stone, Terry Winograd

November 2001 **Proceedings of the 14th annual ACM symposium on User Interface Software and Technology '01**

## **Publisher: ACM Press**

Full text available:  [pdf\(1.34 MB\)](#)

Additional Information: [full](#)

This paper describes new interaction techniques for direct pen-based in high resolution (64 dpi) display. They have been tested in a digital brain professional product designers. Our "interactive wall" metaphor for interactive both free-hand sketching and high-resolution materials, such as images

**Keywords:** FlowMenu, Large displays, interactive wall

### **13** Simplified applications for network computers



Don Gentner, Frank Ludolph, Chris Ryan

March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher: ACM Press**

Full text available:  [pdf\(1.49 MB\)](#)

Additional Information: [full](#)

**Keywords:** HotJava Views, Java, NC, Network Computer, Web, calendar, simplicity

### **14** How universal is good design for older users?



Dan Hawthorn

June 2002 **ACM SIGCAPH Computers and the Physically Handicapped: Universal usability CUU '03**, Issue 73-74

**Publisher: ACM Press**

Full text available:  [pdf\(331.22 KB\)](#)

Additional Information: [full](#)

This paper attempts to illustrate the way in which multiple considerations for older users. The arguments are supported by examination of issues in a system for older users. The point is also made that while the interface constraints for older users, they limit the power of an application to serve younger, more able users that w ...

**Keywords:** aging, universal usability, user interface design

### **15** Video Applications: Design of a virtual auditorium



Milton Chen

**Proceedings of the ninth ACM international conference on multimedia**

October 2001

**Publisher:** ACM Press

Full text available:  [pdf\(1.08 MB\)](#)

Additional Information: [full](#)

We built a videoconference system called the Virtual Auditorium to support seeing dozens of students on a tiled wall-sized display and establish eye contact. Television-quality video can be streamed using commodity codecs such as H.264, which allows a seamless user interface to span the multiple computers driving the audit ...

**Keywords:** display wall, distance learning, eye contact, virtual auditorium

**16** [Legal, social, theoretical and fundamental aspects: Designing user interfaces](#)



João Brisson Lopes

May 2001 **Proceedings of the 2001 EC/NSF workshop on Universal computing: providing for the elderly WUAUC'01**

**Publisher:** ACM Press

Full text available:  [pdf\(1.61 MB\)](#)

Additional Information: [full](#)

This paper addresses the many factors involved in the design of user interfaces for people with disabilities. Interface design must take into consideration new user requirements and consider the wider range of user model parameters that must be addressed. This paper stresses the great diversity of user needs and questions how such diversity can be addressed in ongoing INTERCOMUN ...

**Keywords:** accessibility, disability, disabled persons, elderly persons, interface adaptation

**17** [Collaborative notification and awareness: Providing artifact awareness](#)



Kimberly Tee, Saul Greenberg, Carl Gutwin

November 2006 **Proceedings of the 2006 20th anniversary conference on Computer-Supported Cooperative Work CSCW '06**

**Publisher:** ACM Press

Full text available:  [pdf\(1.81 MB\)](#)

Additional Information: [full](#)

Despite the availability of awareness servers and casual interaction systems, providing awareness -- the easy awareness of the documents, objects, and tools in co-located work environments. To address this deficiency, we designed a system that provides information about other people's artifacts. People see others' selections ...

**Keywords:** artifact awareness, distributed groupware, screen sharing

## 18 DateLens: A fisheye calendar interface for PDAs

 Benjamin B. Bederson, Aaron Clamage, Mary P. Czerwinski, George G. Ro  
March 2004 **ACM Transactions on Computer-Human Interaction (**  
**Publisher: ACM Press**

Full text available:  [pdf\(319.85 KB\)](#)

Additional Information: [full](#)  
[refe](#)

Calendar applications for small handheld devices are growing in popularity. This interface for PDAs designed to support complex tasks. It uses a fisheye view to give the big picture in a small space. The interface also gives users context-aware integrated search to discover patterns and outliers. Designed with device

**Keywords:** Fisheye distortion interfaces, PDAs, animation, calendar interface

## 19 The end of the browser

 David Garcia  
January 2001 **interactions**, Volume 8 Issue 1  
**Publisher: ACM Press**

Full text available:  [pdf\(3.11 MB\)](#)   
[html\(14.16 KB\)](#)

Additional Information: [full](#)

## 20 Tools: Metisse is not a 3D desktop!

 Olivier Chapuis, Nicolas Roussel  
October 2005 **Proceedings of the 18th annual ACM symposium on**  
**'05**  
**Publisher: ACM Press**

Full text available:  [pdf\(4.24 MB\)](#)

Additional Information: [full](#)

Twenty years after the general adoption of overlapping windows and their management techniques have been proposed, few of them have been effective systems. We believe that one reason for this is that most of the proposed approaches were never ...

**Keywords:** window management, window system

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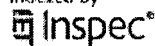
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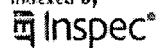
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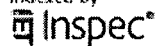
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